
Subject: Re: Anomaly in tree control

Posted by [gprentice](#) on Tue, 16 Nov 2010 11:00:37 GMT

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Not sure.

close directory in the example is this

```
void CloseDir(int id) {  
    tree1.RemoveChildren(id);  
}
```

I changed it to this but it didn't fix the problem

```
void CloseDir(int id) {  
    tree1.Close(id);  
    tree1.RemoveChildren(id);  
}
```

so I guess the minus sign is showing there's no children.

I'm wondering if there should be no plus or minus icon on a node that has no children - but then for this example you wouldn't be able to re-populate the node so perhaps remove-children isn't quite the normal thing to do in CloseDir.

[Edit] - oops, didn't see your second answer before I posted this. Thanks.